WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Table Of Contents

When you push the "START" button on the title screen, the "VMU Select" screen will appear. At this point, you can select which Virtual Memory Unit to use in order to record your progress in the game.

PLAYING TNN® MOTORSPORTS℠ HARDCORE HEAT™ FOR THE FIRST TIME.
When you play this game for the first time, the "Name Entry" screen will appear. Enter whatever name you prefer. The name you entered will be used to display the file names of the system data and for showing the records.

CONTINUING THE GAME FROM LAST TIME
When selecting a game from those saved before, select the VMU that contains the saved data.
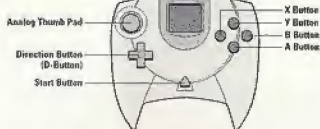
- For SAVING/LOADING data, a VMU (Visual Memory Unit) is needed.

- While saving a VMU/VM Specific Game file never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

- While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

- System data (Game progress, entered name, option settings, etc.) will be saved automatically. There may be cases in which the SAVE/LOAD process will not complete properly if you insert/pull out VMU's during the game.

TNN® MOTORSPORTS℠ HARDCORE HEAT™ is a 1 or 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad
Direction Button (D-Button)
Start Button
X Button
Y Button
B Button
A Button

Never touch the analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

While saving a game file, never turn OFF THE Sega Dreamcast power, remove the memory card or disconnect the controller.

Forward View

Expansion Slot 1
Right Trigger (Trigger R)
Left Trigger (Trigger L)
Expansion Slot 2

While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.

Never disconnect the VMU/VMs while performing a battle exchanging data when connected to another VMU/VM. Also note that leaving two VMU/VMs connected for a long period of time will considerably shorten the life of the batteries.

Cap
Connector
LCD Screen
Sleep Button
Mode Button
B Button
A Button
Direction Button (D-Button)
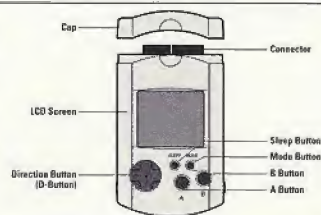
• Garage settings and driver's growth results will be saved as the "AI" data.

••Needed blocks for this game
> System Data: 9 blocks
> AI Data: 56 blocks / 1 car
> (Garage settings + AI Growth result)
> Replay data: 90 blocks / 1 run
> (Max about 6 minutes)

MODE SELECT

There are five main modes and various configuration modes within these modes.

MAIN MODE

CHAMPIONSHIP
Compete on international courses in a race to be champion.

TIME ATTACK
Practice your skills on any of four

tracks. As you progress in Championship Mode, more tracks become available for you to play in this mode. As you practice in this mode, your driving data (AI) is saved to your VMU (if you have one) for use in Auto-Pilot Mode.
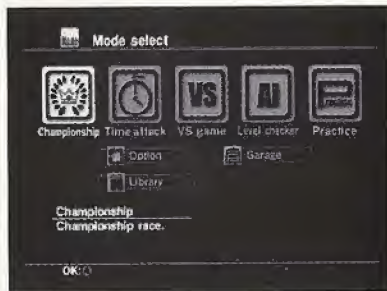
VS GAME
Compete with your friends or "AI" data on any of the initial four tracks or any tracks that are unlocked at this point.

LEVEL CHECKER
You can check the "AI" data (driver's) progress and take a level check test.

CONFIGURATION MODE

OPTION
Configure game settings, controller settings, sound settings, etc.

PRACTICE

GARAGE
Configure the car's tuning, coloring, etc.

LIBRARY
Watch the replay data or view the records from various modes. Also, see the profiles of each car and driver.

CHAMPIONSHIP

Compete in three classes of competition on international courses. A total of 8 cars will compete for the championship throughout this event. The total points earned by the end of the season determines your final standing.

CHAMPIONSHIP FLOW

CLASS SELECT

There are three skill levels, or classes of competition in Championship Mode. You start with the "Normal" class. Normal consists of 3 races. If you place within the top three in the standings, you will be cleared to advance to the next class.

The overall difficulty and number of races will differ according to classes. (See also "Courses and Classes" page 8.)

Normal	Hard	Expert
3 races	4 races	6 races

• Your game progress will be saved automatically to your VMU when clearing each class. If you "Exit" the mode before saving, you'll have to start from the first race of the class you are in currently.

7.

CAR SELECT

1. Select a car and driver from from eight pairs, each with unique character trails.
Note: you cannot change the combination of a car and driver.

You can also load the "AI" data from the VMU. You cannot change cars in the middle of the class.

2. Select automatic (AT) or manual (MT) transmission. If you have selected a car from the VMU, you can also select "Auto Pilot".

COURSE INFORMATION
You can view course information and the rank needed to proceed. Different races will have different weather conditions. By selecting the "Garage" icon, you can customize your car before the race.

RACE
When ready, select this icon to start the race.
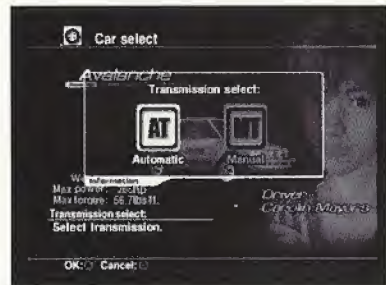• You will start from the 8th grid and it will change according to the result of the previous race.

CONDITIONS OF CLEARING THE COURSES AND POINTS

POINTS
Earn points according to your ranking in each tournament.

|	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	16 pts.	12 pts.	9 pts.	6 pts.	4 pts.	2 pts.	1 pts.	0 pts

COURSES & CLASSES

Races (Courses) in each class are listed below.

For example, after racing three races in "NORMAL" class, and finishing in third place or better, you clear the class and proceed to the "Hard" class.

Even if you exit from this mode after clearing the class, you can start the race from the next class the next time you play.
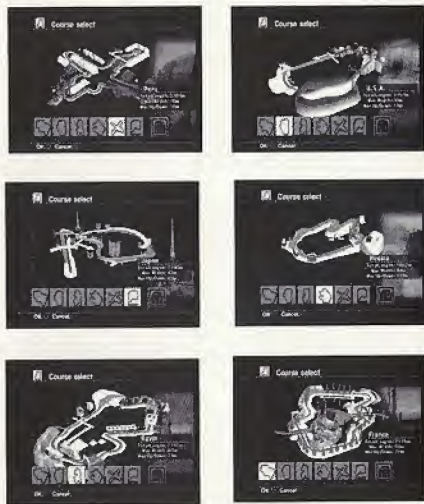
	Normal	→	Hard	→	Expert
France	---	Finish in Top 3	1	Finish in Top 3	1
U.S.A.	1		---		2
Egypt	2		2		3
Russia	3		3		4
Peru	---		4		5
Japan	---		---		6

- Races will be held in order.
- If you do not place in the top 3, you cannot proceed to the next class.

END OF THE RACE AND GAME OVER

RESULT

When the race is complete, the result screen appears. How you placed, your race time, and how many points you acquired after the race will all be displayed here. By pressing the down key on the digital direction buttons, you can toggle between your standings for the race and your standings for the season.

At the bottom of the screen, you can select "Replay". This enables you to view your previous race. During the replay you can go back to the result screen by pressing the Start button. If you select "Save Replay", you can save the replay to your VMU and view it anytime. By selecting "Exit", you will move on to the next course or the next class.

GAME OVER

If you fail to pass the checkpoints within a given time in the race, or you fail to finish in the top 3 in each class, the game is over.

CONDITIONS OF THE CHAMPIONSHIP AND END OF THE CHAMPIONSHIP

If you place first in "Expert" class, you will be awarded something special for your efforts. If you complete "Expert" class in third place overall, you will be awarded more color variations for your car (which can be selected in the "Garage.") Any course you complete in Championship Mode will be available to race in either VS mode, or in the Time Attack Mode.

• Game results would be saved automatically to system data after you cleared each class.

GAME WINDOW

Lap #   Time Remaining

Rank:
Displays your current place in the race / total number of cars on the current track.

Top 4 Drivers:
Displays the Top 4 drivers.

Course Map:
Player car will be displayed as an arrow and others as dots.

Shift Transmission:
Current selected gear and transmission. "R" stands for reverse.
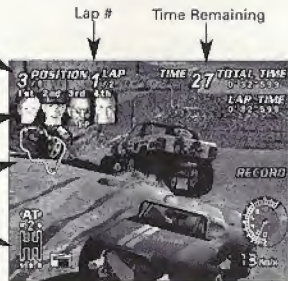
Total time:
Elapsed time from start.

Lap time: Lap time

Lap record:
The best lap time achieved by a player is posted here.

Tachometer/Speedometer:
Displays turnover rate of engine and current speed. Design differs on which vehicle you choose.

• The screen is set as default. It may differ in each mode.
• You can change the screen configuration from the "Option" menu.

CHECK THE BACK VIEW

In order to effectively block an opponent, or to keep an eye out for any other oncoming racers, you have the ability to look behind you. To check the back view, select controller "Type B" or "Type C" from the "Option"-"Key Setting" menu. Depending on the key setting you select from this the menu, button to activate this feature will vary.

PAUSE

PAUSE MENU
By pushing the "Start" button while driving, the "Pause" menu will appear. To get back to the race, press the "Start" button again or select the "CONTINUE" option.

CHANGING VIEWS

CHANGE VIEW
You can choose from 4 different views from this menu:
Rear - The behind the car point of view.
Drivers - A view from inside the vehicle.
Front - A view from the hood of your vehicle.
Motion - Enables you to view the actions of the vehicle's driver as you race.

RESTART SEASON
Restarts the season from the first race.

CHANGE CAR:
Returns to "Car select" screen and starts again with newly selected car (only in VS and Time Attack Mode).

CHANGE COURSE: Returns to "Course select" screen and starts again with newly selected course. (Only in VS and Time Attack Mode).

RETRY: Restarts the race from the race start point. (Only in VS and Time Attack Mode).

QUITTING THE GAME

EXIT:

Interrupts the race and returns to "Mode Select". In this case, data such as the replay cannot be saved.

*If you've selected "Free" laps from "Time Attack", it proceeds to the result screen.

REPLAY

You can watch the replay after finishing each race. You can also view it from the "Library" option if you saved it to your VMU. To exit from replay, press the "Start" button.

CONTROLS DURING REPLAY

Controller	Racing Controller	Controls
"A" button	"A" button	Change View
Analog Direction key	Steering wheel	Adjust optional control camera
"Start" button	"Start" button	End Replay
"Y" button	"+" button	Back View (when holding down)
"L" trigger	"L" lever	Display "MOTION" ON/OFF
"R" trigger	"R" lever	On-Screen items ON/OFF

* In "VS game", each player can change their viewpoint by pressing "X" button.

TIME ATTACK

Practice your skills on any of four tracks from the outset of the game in this mode. As you progress in Championship Mode, more tracks become available for you to play on in this mode. As you practice in this mode, your driving data (AI) is saved to your VMU (if you have one) for use in Auto-Pilot Mode. The more you drive in this mode, the more the driver (AI) is learning.

TIME ATTACK FLOW

CAR SELECT:
1. Select a car and driver.
   You can also load the "AI" data from your VMU.
2. Select automatic (AT) or manual (MT). If you have a VMU, you'll also be able to select the Auto-Pilot option. With this option, the car will drive itself based on the data you taught it from previous time trials.

COURSE SELECT:
Select a course from six different areas and conditions. Also, by selecting the "Garage" option, you'll be able to change the settings of the car before the run.

LAP SELECT:
Use this option to select the number of laps for your "Time Attack".
You can select from one to five or "Free" (Endless).

   • If you select the "Free" setting, you will be unable to view a replay replay of your race.

RACE:
After selecting the course and laps, select "Race" to head out on the track.

To exit time attack with the "Free" option selected, select "EXIT" from the "Pause" menu and the race will end. Then the result will be displayed. There is no time limitation or game over in "Time Attack" Mode. When you select "Replay", you can watch the replay of your previous run. During "Replay", pushing the "Start" button will get you back to "RESULT" screen. By selecting "Save Replay", you can save the "Replay" and be able to watch it anytime. When you select the "EXIT" option, the "SAVE" screen will appear. Here you can save any "AI" data you accumulated.

• Make sure you save your "AI" or "REPLAY" data each time you get the chance. If you don't save them and proceed to the next run, the data up to that point will be lost.

VS GAME

This mode allows you to compete with your friends, any "AI" data you may have taught your VMU, or a CPU controlled car.

• For competition conditions, you can set handicaps in the"Option" menu.
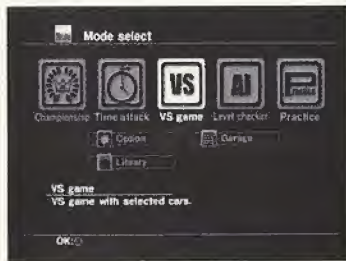
VS GAME FLOW

GAME SELECT:
Select VS game mode.
   1 Player Mode : You can play a VS game alone. Select from "Player vs Auto-Pilot", "Player vs CPU", "Auto-pilot vs CPU", or "Auto-Pilot vs Auto-Pilot".
   2 Player Mode : Player vs Player. Connect "2P" side controller and select cars at the same time.

CAR SELECT:
1 Player mode
   1. Select your driver and car.
   2. Select from automatic transmission (AT), manual transmission (MT), or Auto- Pilot on "1P" side. *If "2P" side is "CPU", you can select the "CPU" level.

Car select: 2 Play mode
   1. Each player selects his/her own car and driver.
   2. Select automatic transmission (AT) or manual transmission (MT).
      Course select:
Select a course to play.
   • Selectable courses will change according to whatever progress you made in "Championship" Mode.
   • You can't select the "Garage" option in the "VS game".

LAP SELECT:
   Select number of laps from one to five.

GRID SELECT:
   Select starting position (order) of the two cars from the three patterns.

RACE:
   After selecting the conditions, start racing.

HOW TO LOOK AT VS GAME SCREEN

The split screen will look like the figure on the left. The driver's face and course maps will not be shown. Current laps / set laps will be displayed.

FINISHING A VS GAME AND DISPLAYING THE RESULT

There is no time limitation in this mode. When either Player 1 or Player 2 completes a race, the race is over and the result screen will be displayed. If you select the "Retry" option, you and your opponent will race on the same track with the same conditions as before. If you want to change the conditions, select the "EXIT" option.

*Replay data cannot be saved in "VS game".

LEVEL CHECKER

Here you can view the status of any AI driver you may have saved previously through the Time Attack Mode.

AI LEVEL AUTHORIZATION TEST

This is where you can view how much your car has learned up to this point. In order to do this, first you must load the "AI" data for the information you wish to view from your VMU. Then, select the "Check start" option to take the level authorization test.

LOAD:
Load the "AI" data from the VMU.

CHECK START:
This mode will check the progress of how much you have taught your car on the tracks you practiced on in the Time Attack Mode. If you put enough practice time into the tracks you raced, you will be allowed to raise the "Authorization Level." The higher this level, the smarter your car will be.

WHAT IS AN AI SYSTEM?

There are two forms of "AI" that are employed in Hardcore Heat. The first is the "AI Driver." This is the CPU, or the computer controlled cars. The CPU will learn how you drive and adjust itself to compensate as races progress. The second is the "Auto-Pilot". This is a system in which the driver learns the Player's techniques on driving a particular course. The car's "AI" will learn the way you drive (how you take lines, how you accelerate, etc*) and after enough practice in the Time Attack Mode, will drive exactly as you do without you having to play. At this point, you can have a friend challenge your "AI" car in a 2 player VS game, and sit back and watch your virtual self compete.

- While in Auto-Pilot, Players cannot control the cars.
- Also, while in Auto-Pilot, drivers do not learn.
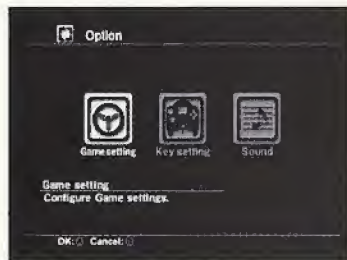
OPTION

You can configure game options and perform sound tests from this menu.
By selecting "Standard" in each item, you can set the settings back to the Standard configuration.

* Configuration will be saved automatically by the system when you exit "Option".

Game setting

Starting View: Set the camera at the outset of the race from a selection of 4 different views.

Announcer: Turn the announcer ON/OFF

Drivers Voice: Turn the driver's voice ON/OFF

Course Map: Set course map during the race ON/OFF

Character Icon: Set top 4 (characters) ON/OFF

Slower Car Boost: This option will increase the speed of the trailing car to keep races close.

KEY SETTING

You can select from three types (Type A, B, C) of key settings for the controller.

SOUND

Sound Mode: Set sound ON/OFF

BGM Volume: Set BGM volume

SE Volume: Set SE (Sound Effect) volume

BGM Test: Listen to the game BGM

GARAGE

You can customize your car's tuning, painting, etc..
You can even go into this mode from "Championship" Mode or the "Time Attack" Mode.

TUNING:
Here you can customize the mechanical functions of your car. You can set the suspension stiffness, grip of tires, and brake action for front and rear separately. You can also adjust gear ratios.

STICKER:
You can register one of 16 stickers that you put on the hood and sides of the car. Then you can enter up to five letters that will appear next to the sticker.

PAINTING:
You can select from three coloring types (Each car has three).
- More color options will be added if you win as Expert in "Championship Mode."

SAVE:
Here you can save the settings to your "AI" data. one file for one car will be made. Saved data will be selectable from the "Car select" in each mode before racing.
- If you save any "Garage" settings, 56 blocks of AI data will be created.

LIBRARY

Here you can check the current records or watch any saved replays. You can also check profiles of cars and drivers.

REPLAY:
Here you can watch any saved replay data.
- To finish replay, press "Start" button.

RECORDS:
You can view the current records from both "Championship" and "Time attack" modes.

PROFILES:
Here you can view a profile from any of the game's cars and drivers.

Special Thanks To TNN

TNN Motorsports, A CBS Cable Network

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